

# Official Match Book\*



\*Any similarities between the stage descriptions in this book and the actual courses of fire are purely coincidental!

# 2017 Match Staff

Area Coordinator, Rick Lund

Rick Denny, Co-Match Director  
Joel Hodges, Co-Match Director  
Steve Canfield, Range Master  
Lee Turner, Scoring Administrator

## Safety Officer Teams

*Stage 1* (first shots, all bays)

*Stage 2*  
Duane Charter  
Erica Stone

*Stage 4*  
Eric Coberly  
Bob Hoban

*Stage 6*  
Mark Few  
Mark New

*Stage 8*  
Sam Henderson  
Aaron Wilcox

*Stage 10*  
John Hilterman  
Mike Osban

**Stage Techs**  
Elliot Pardee  
Rafeal Elvir

**Additional Staff**  
Larry Kaswan, Photography  
Barry Luxenberg, Scoring/Registration  
Jacki Hodges, Registration

*Stage 3*  
Robert Kuntz  
David Alred

*Stage 5*  
Dayton Zuccaro  
Ernie Myers

*Stage 7*  
Paul Zima  
Tom Minton

*Stage 9*  
David Hopkins  
Wayne Ramsey

### TENTATIVE MATCH SCHEDULE

(Watch email for updates/changes)

#### Friday 12/1

8a to 5p      Staff Shoot and Early Registration

#### Saturday 12/2

6:30 am      Staff reports, Gate open for staff only

7:00 am      Gate open for all

8:15 am      Welcome & Match Briefing

8:30 am      Squads Report to Bays

8:35 am      First Shots

12:00 pm     Lunch Served to Squads

TBD          Finals Scores, Prizes & Awards

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Thanks to **Uncle Sam's Barbeque** and owner Sam Henderson for supporting the Innaugural Florida IDPA CCP Sheepdog Trials and Trinity Rescue Mission. Sam is an IDPA competitor, safety officer, match director and all around good guy! He also makes the best BBQ! Please help us tell him thanks, and checkout Uncle Sam's the next time you shoot IDPA in Birmingham, Alabama!



A special thanks to **Flagler Gun & Archery Club** for allowing this match to benefit Trinity Rescue Mission.

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**Blackwater Precision Ammunition** is a premium match grade ammunition manufacturer with a primary focus on the competitive shooting sports. Visit the Blackwater booth and arrange a demo before you leave the match!

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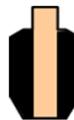
# Florida CCP Sheepdog Trials

## Stage 1 – Lone Wolf



<b>Scenario:</b> Standards	
<b>Start Position:</b> Standing at P1 facing T1, toes touching but not crossing fault line.	
<b>Firearm Condition:</b> IDPA weapon loaded to with 6 rounds, in the weak hand and in the low ready position.	
<b>Procedure:</b> At the signal engage T1 with 6 rounds to the body, weak hand only, 6 rounds to the body strong hand only and then 6 shots to the head freestyle.	
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 7 yds	
<b>Muzzle Safe Points:</b> Floating 180 degree rule or defined by Orange Cones	
<b>Scored Hits:</b> 18 [12 to the body and 6 to the head]	<b>Scoring:</b> Limited
<b>Concealment:</b> Optional	Notes: First Shots.

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FAULT LINE



P1



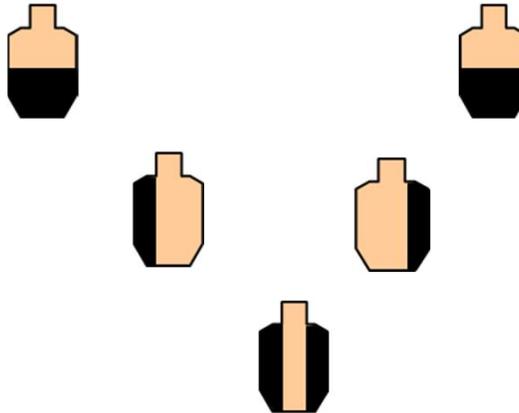
# Florida CCP Sheepdog Trials

## Stage 2 – Modified V Drill



<b>Scenario: Standards</b>	
<b>Start Position:</b> Standing at P1 facing T1, toes touching but not crossing fault line.	
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity and holstered, concealment optional.	
<b>Procedure:</b> At the signal engage T1 with 6 rounds to the body strong hand only and then 2 rounds to the head freestyle. Then engage other targets in tactical priority with two rounds each freestyle.	
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 10, 15 and 20 Yards	
<b>Muzzle Safe Points:</b> Floating 180 degree rule or Defined by Orange Cones	
<b>Scored Hits: 16</b>	<b>Scoring:</b> Limited
<b>Concealment:</b> Optional	Notes: T1 will be engaged with a total of 8 rounds and all other targets will get 2.

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T1

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FAULT LINE



P1

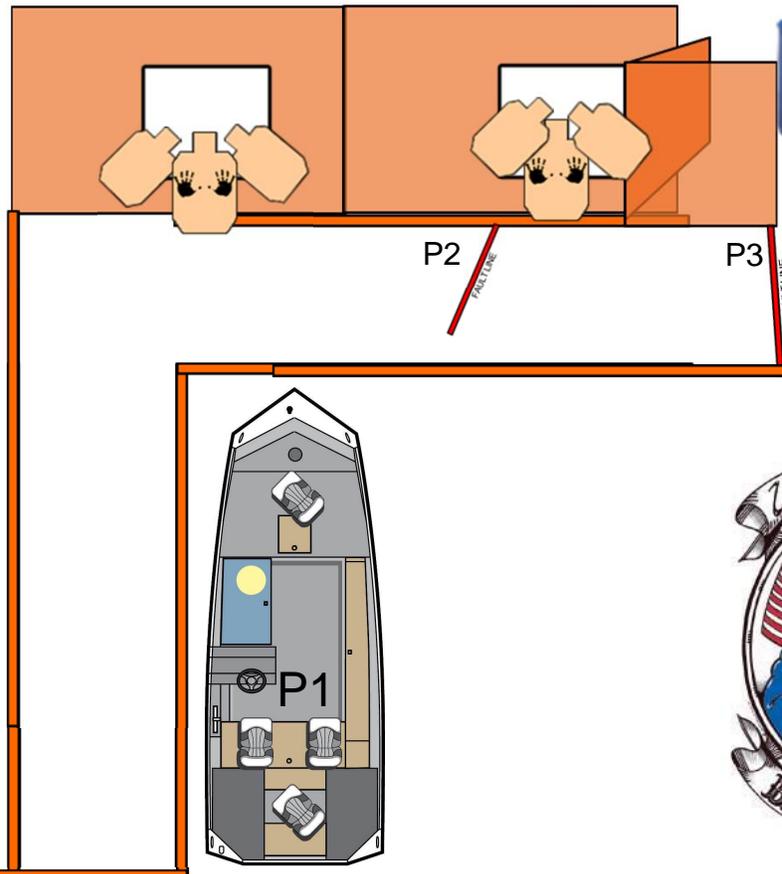


# Florida CCP Sheepdog Trials

## Stage 3 – Water Dog



<b>Scenario:</b> You coast into the marina on fumes and notice that the Rowdy Sea Wolves jet ski gang is causing trouble. You have to get gas and there is only one way. Protect yourself and others.
<b>Start Position:</b> Sitting in the boat, hands at sides.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity, holstered and concealed,
<b>Procedure:</b> At the signal, draw and engage visible threats with at least 2 rounds each while seated in the boat. Exit boat onto dock and proceed to P2 and P3 engaging remaining threats with 2 rounds each using cover. Do not step off of the dock.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 7, 10 & 15 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 18 total, 2 each on 9 paper targets with 3 non-threats <b>Scoring:</b> Unlimited
<b>Concealment:</b> Required. <b>Notes:</b> Stepping off of dock earns a PE.



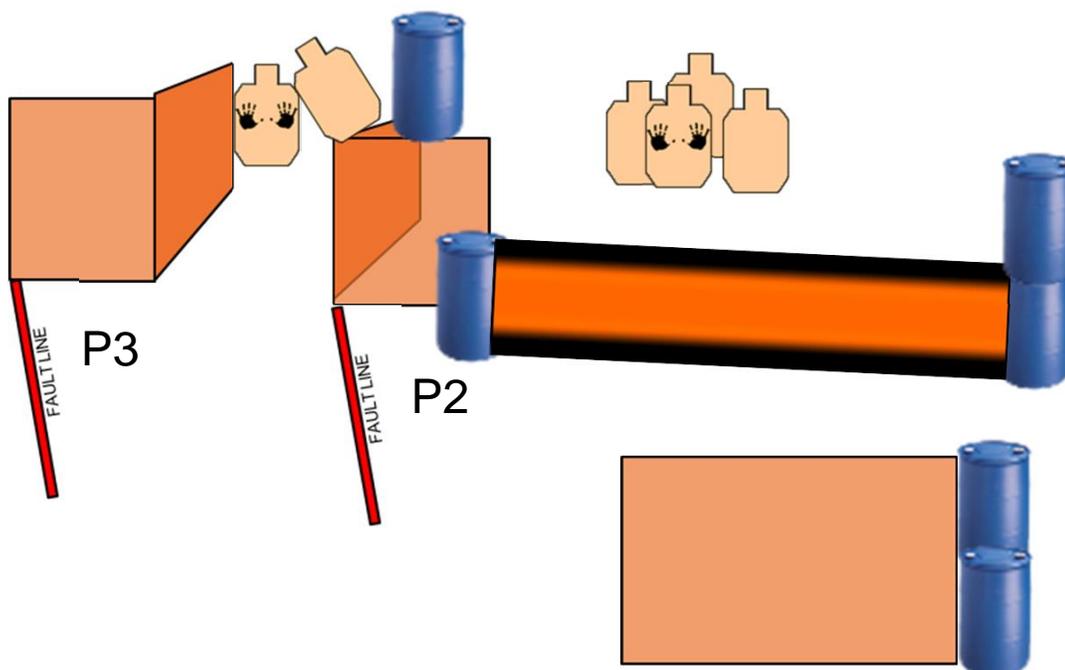
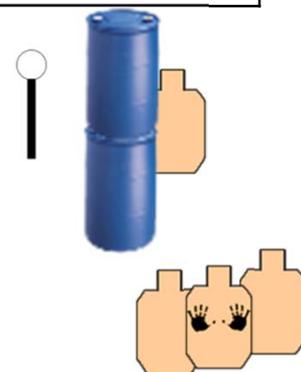
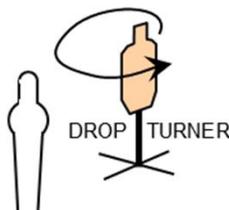


# Florida CCP Sheepdog Trials

## Stage 4 – Testing, Testing



<b>Scenario:</b> You are in your garage on your gun bench checking your CCP gun in the new IDPA test box when your home is invaded by armed bad guys. Protect your house.
<b>Start Position:</b> Standing at P1, hands on the closed test box, gun legally inside box and loaded to division capacity. Spare ammo on your belt and concealed.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity and legally inside of box.
<b>Procedure:</b> At the signal, draw from box and engage visible threats with at least 2 rounds each from P1. Once visible target are fully engaged proceed to P2 and engage visible targets along the way while moving. Engage remaining targets from cover at P2 and P3.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 7, 10, 15 & 20 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 18 hits on 8 paper targets, 2 steel with 3 non-threats. Steel must fall. <b>Scoring:</b> Unlimited
<b>Concealment:</b> Required. <b>Notes:</b> Gun must completely fit in the new IDPA test box.



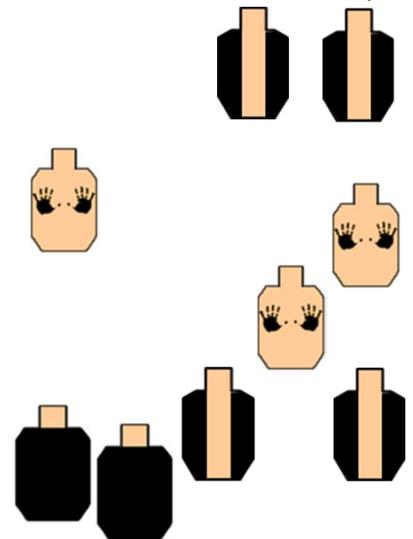
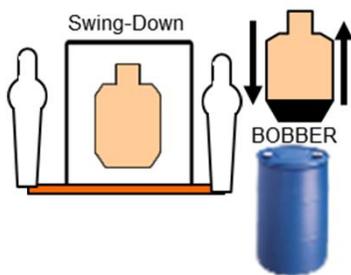
P1



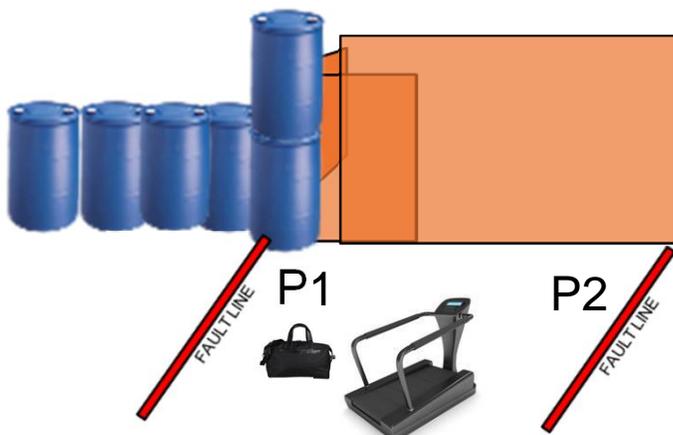
# Florida CCP Sheepdog Trials Stage 5 – Target Heart Rate



<b>Scenario:</b> You are at the gym when suddenly armed wolves burst in to steal, kill and destroy. Sheepdog Up!
<b>Start Position:</b> Standing on the treadmill, hands on the handlebars. Gym bag with loaded gun and spare ammo on the floor next to the treadmill.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity inside gym bag.
<b>Procedure:</b> At the signal, get off of treadmill and retrieve gun and spare ammo from bag. Engage steel targets and paper targets from P1. Advance to P2 and engage remaining threats. All paper targets are to be engaged with 2 rounds each.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 10, 15 & 20 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 18 hits on 8 paper targets, 2 steel with 3 non-threats. Steel must fall. <b>Scoring:</b> Unlimited
<b>Concealment:</b> Not Required. <b>Notes:</b> Spare ammo cannot be carried along in bag.



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# Florida CCP Sheepdog Trials Stage 6 – Checkout Surprise



**Scenario:** You are working at a “shop and rob” helping out a friend that owns the place. In walk a group of individuals that just don’t look right. You step up to the counter and pick up your weapon that is hidden and you have it pointed at the first suspect when he pulls a weapon along with the others, demanding money and telling you they are going to kill you. Sheepdog Up!

**Start Position:** Weapon loaded to division capacity and in the strong hand low ready position behind the counter and gun in the box. Magazines are stowed on shooter’s belt.

**Firearm Condition:** IDPA weapon loaded to division capacity, strong hand low ready and inside box and pointed at the torso of T1.

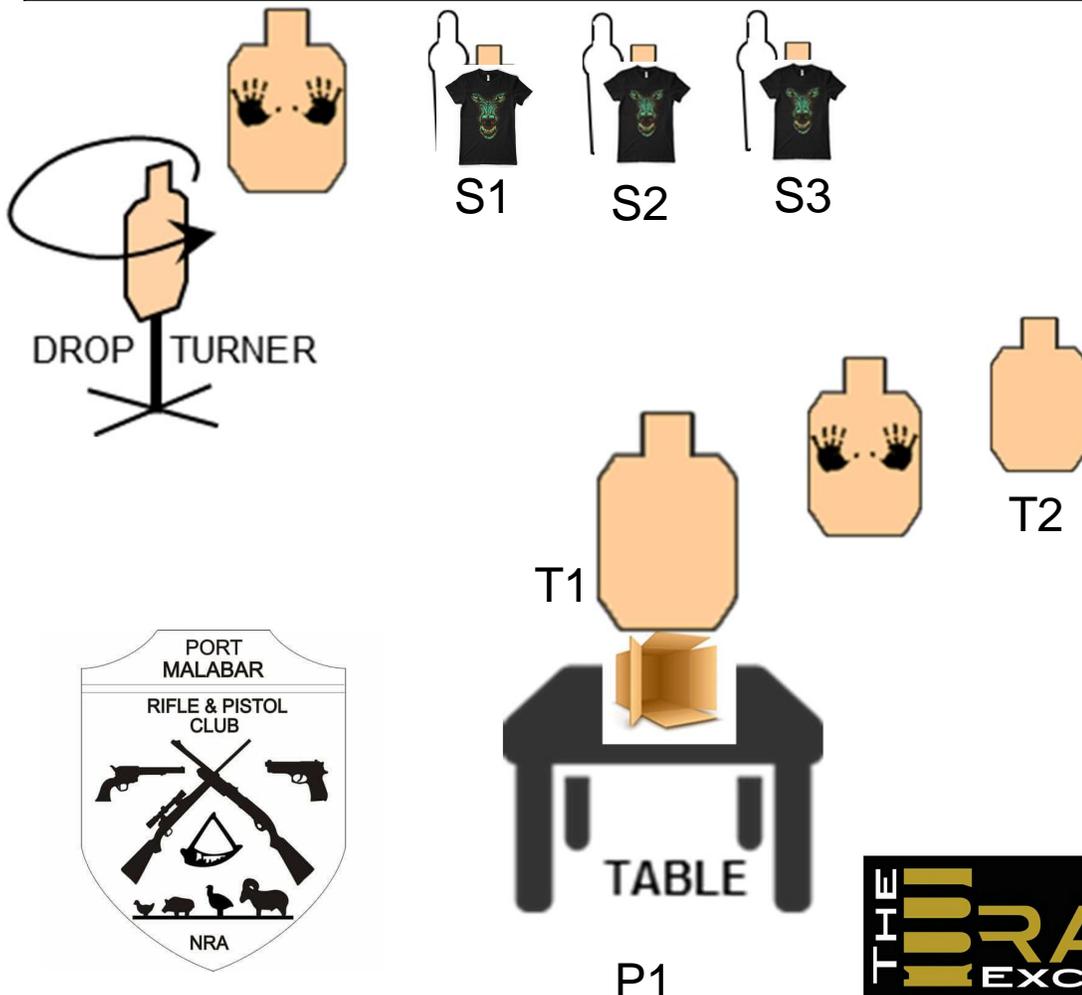
At the signal, engage T1 with a minimum of 2 rounds to the body STRONG HAND ONLY THROUGH THE BOX, then bring weapon up out of box and engage T1 with 2 head shots. Then engage T2 with 3 rounds. The remaining threats may be engaged in any order and the drop turner is to be engage with 3 rounds. The paper targets in front of S1, S2 and S3 are not scored.

**Start/Stop:** Audible, last shot. **Strings:** One **Target Distances:** 1, 5, 10 & 15 yards

**Muzzle Safe Points:** Floating 180 degree rule.

**Scored Hits:** 13,10 scored hits on 3 paper targets, 3 steel with 2 non-threats. **Steel must fall. Scoring:** Unlimited

**Concealment:** Required. **Notes:** Unscored paper targets are in front of S1, S2 and S3.



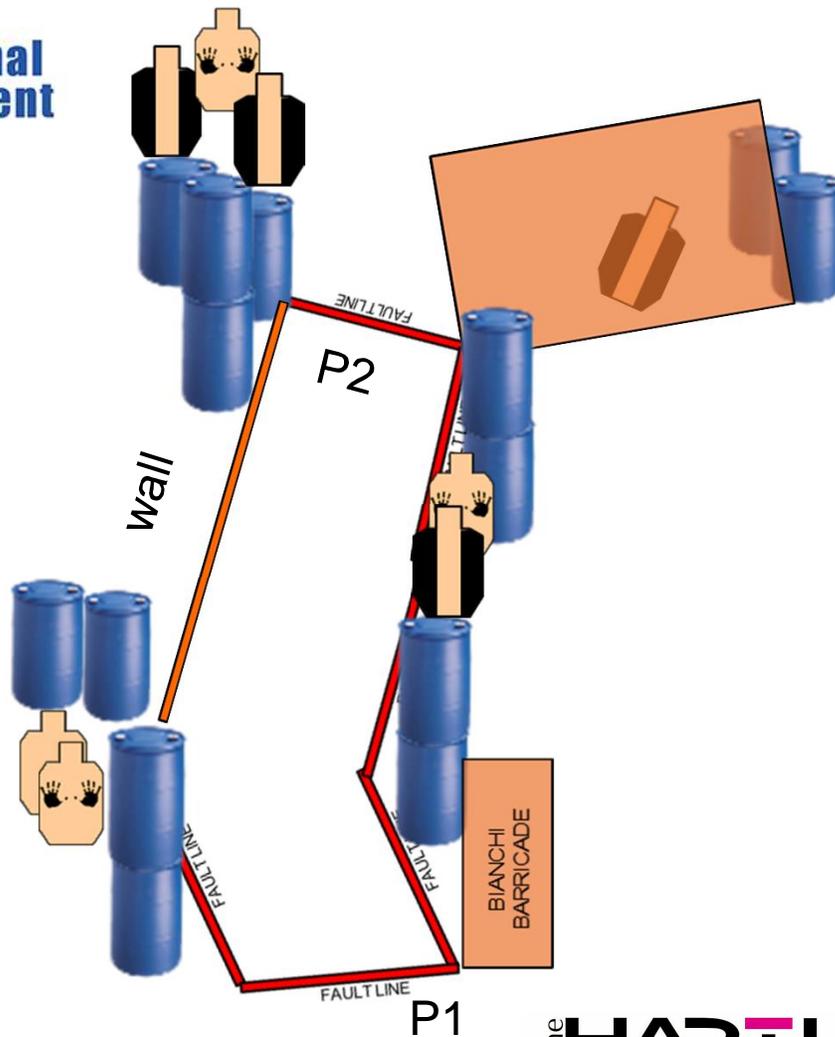


# Florida CCP Sheepdog Trials

## Stage 7 – Mozambique Alley



<b>Scenario:</b> You have to traverse the alley. Wolves are everywhere, Sheepdog Up!
<b>Start Position:</b> Standing at P1, hands at sides.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity, holstered and concealed.
<b>Procedure:</b> At the signal, draw and engage T1. T2 with 2 rounds to the torso and one round to the head as they become visible while moving forward to P2 through the alley, do not fault the lines. At P2, engage T3-T5 with two rounds to the torso and 1 round to the head in tactical priority without crossing the forward fault line.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 5, 7 & 10 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 15 scored hits (5 head and 10 body) on 5 paper targets and 3 non-threats. <b>Scoring:</b> Limited
<b>Concealment:</b> Required. <b>Notes:</b> T1-T2 must be engaged while moving to P2.



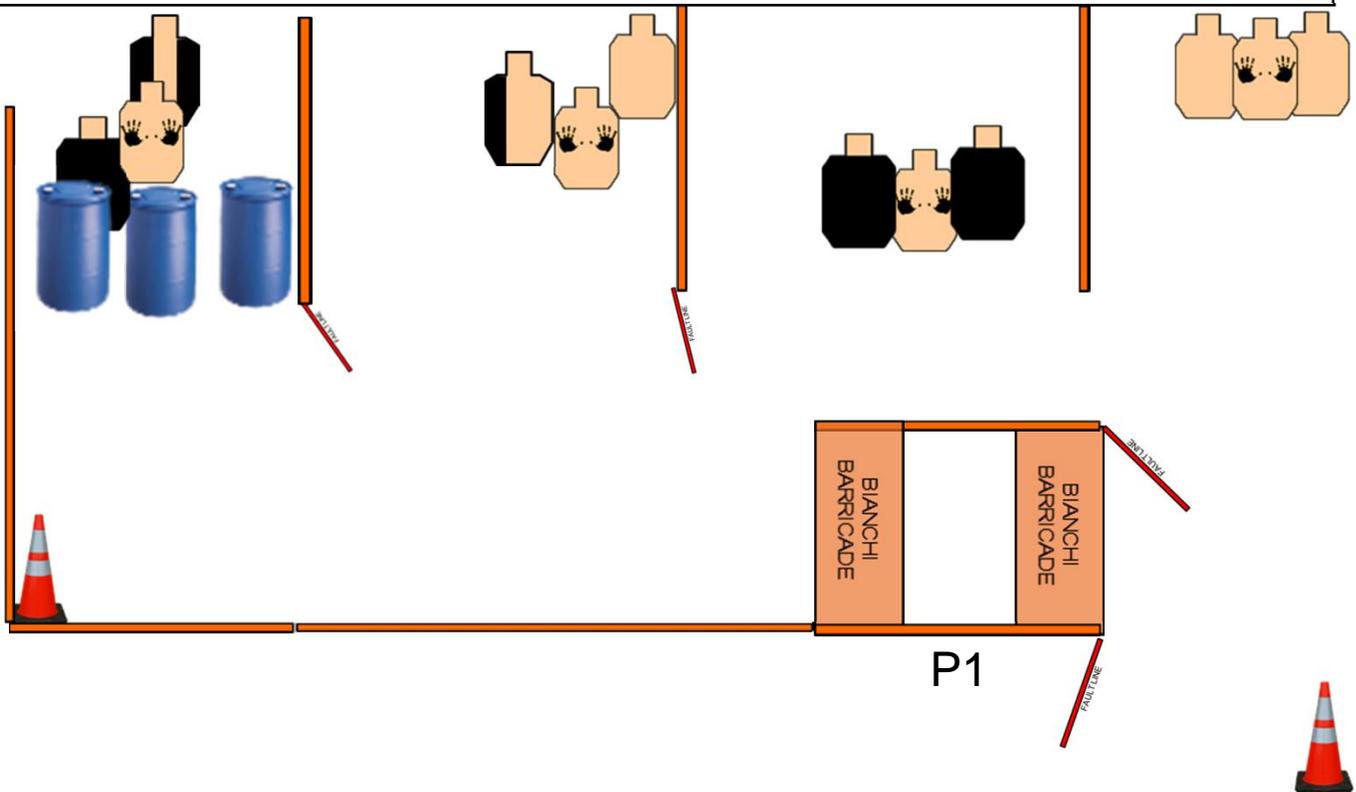


# Florida CCP Sheepdog Trials

## Stage 8 – Protect This House



<b>Scenario:</b> Wolves have come to your home seeking sheep. Protect the flock!
<b>Start Position:</b> Standing at P1, facing down range.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity, holstered and concealed.
<b>Procedure:</b> At the signal, draw and engage all targets with at least 2 rounds each from each point of cover through the house.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 5, 10 & 15 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule and cones where marked.
<b>Scored Hits:</b> 16 hits on 8 paper targets with 4 non-threats. <b>Scoring:</b> Unlimited
<b>Concealment:</b> Required. <b>Notes:</b> Watch 180.

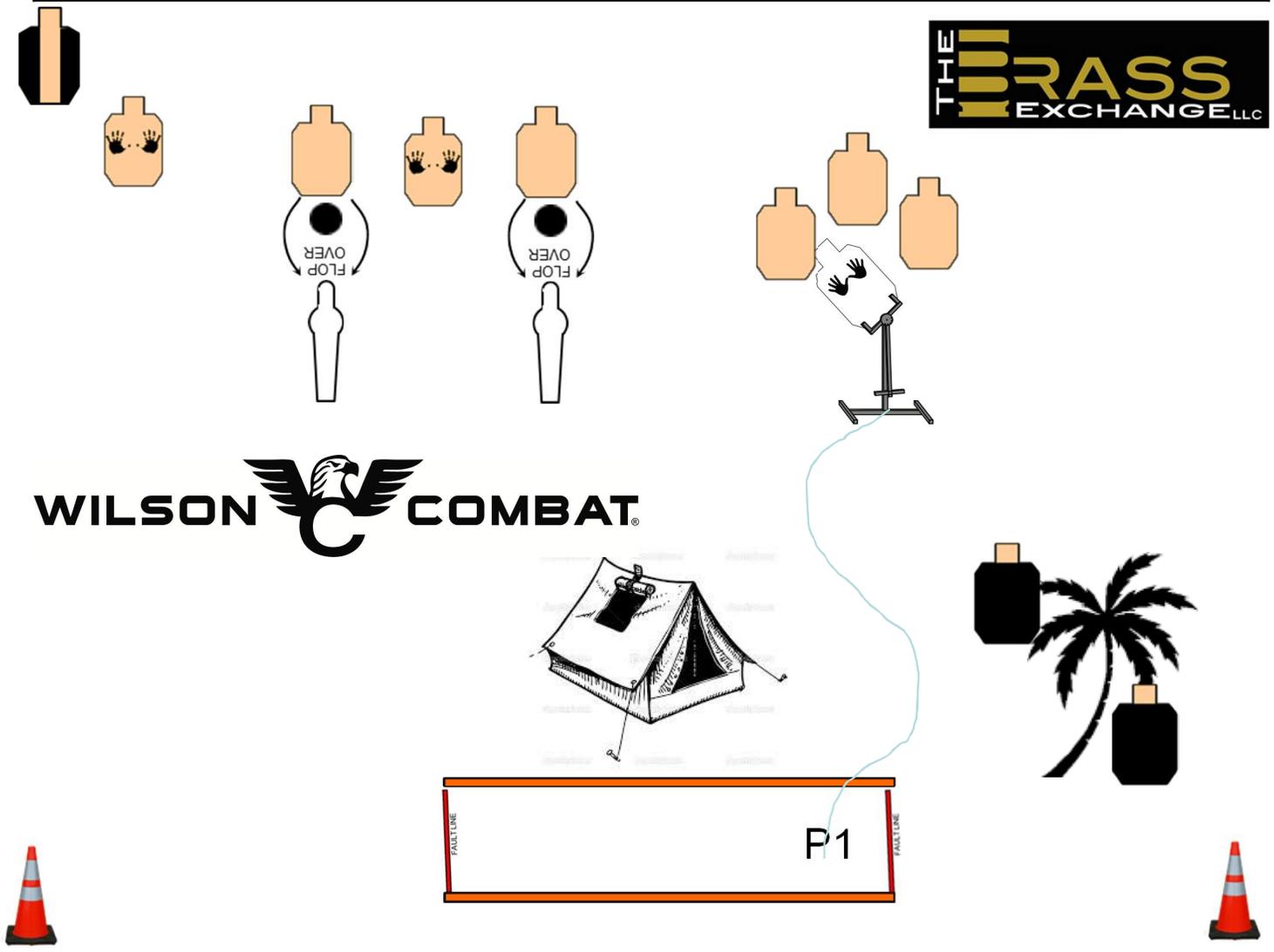




# Florida CCP Sheepdog Trials Stage 9 – Dog Fight



<b>Scenario:</b> A night under the stars goes wrong when wolves arrive seeking to do harm! Give them a fight.
<b>Start Position:</b> Standing at the right side of the P1 box, holding rope to activate swinger in strong hand.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity holstered and concealed.
<b>Procedure:</b> At the signal, pull rope, draw and engage all targets from P1 in tactical priority. All paper targets are engaged with 2 rounds each and steel must fall. Shooter can move anywhere in the box but may not fault the lines demarcating the box boundaries..
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One <b>Target Distances:</b> 5, 7, 10, 12 & 15 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 18 hits on 8 paper targets, 2 steel with 3 non-threats. <b>Steel must fall. Scoring:</b> Unlimited
<b>Concealment:</b> Required. <b>Notes:</b> After the start signal and activator rope is pulled, shooter may shoot from anywhere in the box so long as lines of box are not faulted.

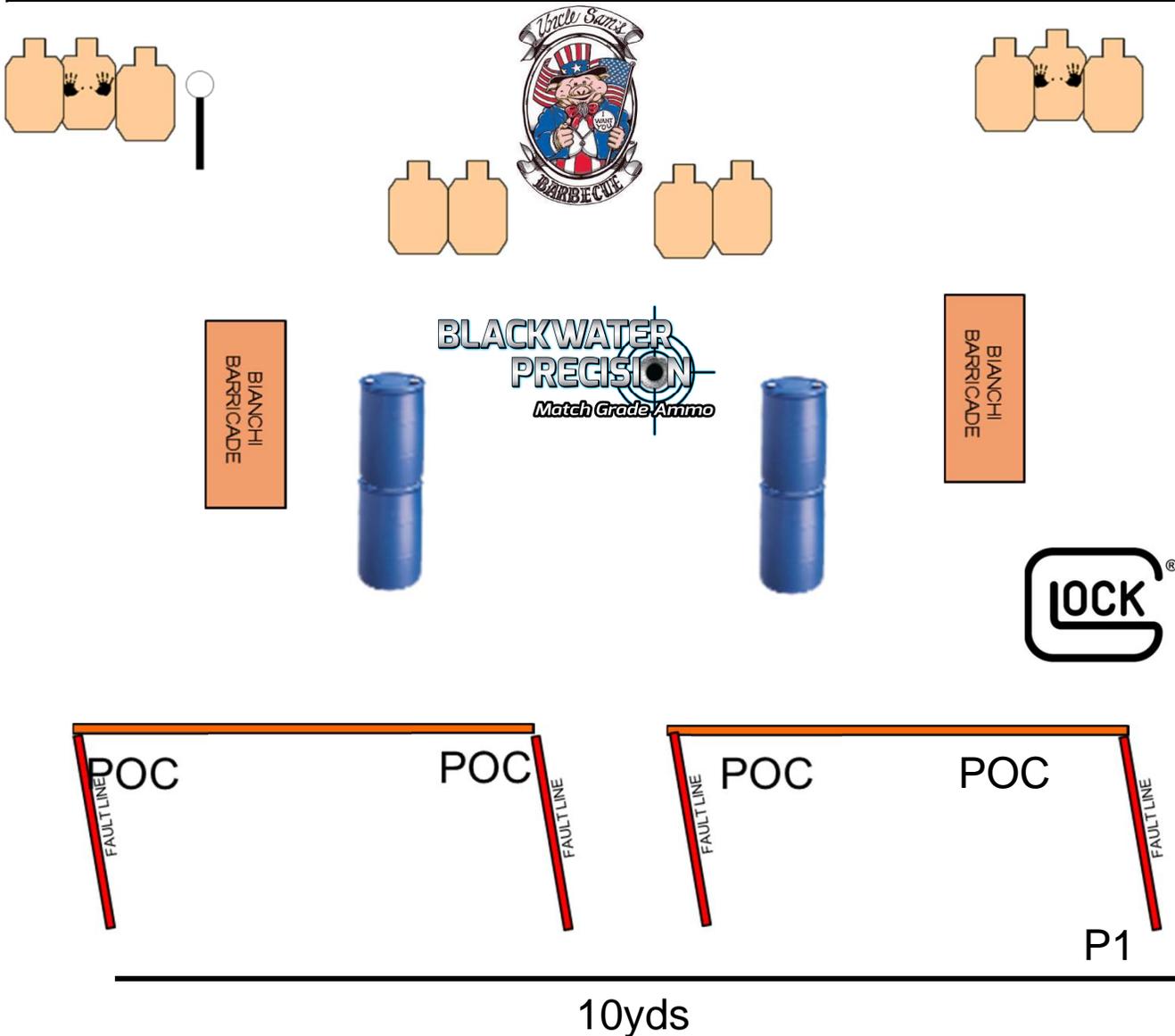




# Florida CCP Sheepdog Trials Stage 10 – Down & Back



<b>Scenario:</b> Bad guys are everywhere. You have to use all of your movement and flexibility to take out the threats.
<b>Start Position:</b> Standing at P1 gun loaded to division capacity, holstered and concealed.
<b>Firearm Condition:</b> IDPA weapon loaded to division capacity, holstered and concealed.
<b>Procedure:</b> At the signal draw and engage targets with one round each using cover until steel is engaged. Once steel is engaged, engage remaining targets with one round each using cover in the opposite direction.
<b>Start/Stop:</b> Audible, last shot. <b>Strings:</b> One. <b>Target Distances:</b> 10, 15 & 18 yards
<b>Muzzle Safe Points:</b> Floating 180 degree rule.
<b>Scored Hits:</b> 17 scored hits, 16 on 8 paper targets, one steel and 2 non-threats. <b>Scoring:</b> Unlimited
<b>Concealment:</b> Required. <b>Notes:</b>



# Things to know:

Parking is limited and space will be tight. Please follow instructions for parking on match day.

Flagler Gun and Archery Club is a **COLD RANGE**.

You **MAY NOT** holster or unholster your firearm at your vehicle.

Safe tables are clearly marked and can be found in and around designated shooting bays.

Squad starting assignments are as follows:

Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19

Squads will shoot the match by stage order from their respective starting stage.

Please do not change squads or shoot stages out of your assigned order.

Lunch is scheduled for around noon, but we will notify your squad when to break for lunch so we can keep the match flow moving.

All Saturday shooters will receive a poker chip in their registration packet. Please give your poker chip to the Safety Officer team that you feel was the %most outstanding+SO team for this match. The SO tandem receiving the most chips will be recognized at the awards ceremony.

## **THANK YOU FOR SHOOTING THE MATCH AND SUPPORTING TRINITY RESCUE MISSION!**

### **Remember Jeff Cooper's Four Rules:**

All guns are always loaded.

Never let the muzzle cover anything you are not willing to destroy.

Keep your finger off the trigger until your sights are on the target and you are ready to fire.

Be sure of your target and what is behind it.

### **IDPA Standard Range Commands:**

Range is hot, eyes and ears

Load and make ready

Are you ready?

Standby

If finished, unload and show clear

If clear, slide forward or close cylinder

Pull the trigger

Holster

Range is clear

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